

# TAN WEI ZHEN

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## Skills

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- C/C++, C#, Java
- SQL
- OpenGL, FMOD,
- Visual Studio, Visual Studio Code
- Android Studio
- Unity
  - Photon PUN 2/Fusion, Azure Playfab, Firebase, XR Interaction Toolkit
- MySQL, Microsoft SQL Server
- Microsoft Internet Information Services(IIS)
- Ubuntu

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## Education

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### DigiPen Institute of Technology Singapore & Singapore Institute of Technology

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

[Year of Graduation]

### Nanyang Polytechnic

Diploma in Game Development & Technology

2022

- MSC Maritime Digital Challenge Kanda Challenge Statement Champion (2021)
  - Developed VR prototype for Oculus Quest 2 using Unity Engine

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## Work Experience

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### Unity Developer

Turbo Jatt

Oct 2024 - Feb 2025

- Worked on Unity3D Multiplayer Mobile project using Photon Fusion
- Helped with backend development
  - SMS verification using Twilio
  - Send/Retrieve data from Tencent Cloud Object Storage

### Game Development Internship

YOOZOO Games

Mar 2022 - Jun 2022

- Worked on Unity3D Mobile AR project using ARFoundation
- Worked on chatbot prototype using gRPC

### 3D Intern

RoyceMedia Technologies

Nov 2021 - Feb 2022

- Worked on Unity3D WebGL project
- Made Android AR prototype using ARFoundation
- Made a simple multiplayer game prototype to learn how to use MQTT messages
- Helped with backend development
  - Create/Update REST API calls with ASP.NET core to send/retrieve data from database
  - Send and Retrieve data using MQTT

### Robotics Trainer

School of Robotics

May 2019 - Jan 2020

- Plan and prepare teaching materials
- Train and engage students with STEM Robotics & Coding enrichment courses
- Guide students to develop problem-solving and computational skills